

GUN SHAPED GAME CONTROLLER

ABSTRACT OF THE DISCLOSURE

A firearm shaped game controller for playing an interactive video game has a shape of a gun that communicates with a gaming system that operates the video game having a handle, trigger, and barrel. The gun is fired when the actuation of the trigger simulates firing of the gun. A player may utilize a movement controller provided on an exterior portion of the gun for controlling the movement of at least one game character depicted in the video game. A targeting controller is provided within the gun for aiming the gun at targets depicted in the video game on a monitor in communication with the game system. Advantageously, the plurality of controller buttons affixed along the side of the gun for controlling actions of the game character such that actuation of the controller buttons does not substantially interfere with operation of the movement controller and targeting controller.